

IB-Flip: The Complete Rules



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Cards' Special Abilities (presented in a reasonable order):

5: When a 5 is played, the next player must play on the card beneath the 5. If the 5 is the only card in the live cards, the next player plays on zero.

4: When a 4 is played, the next player must pick up the live cards (see: **Early-Game**) unless they can play a 4, 5 or 6. If they do play, play continues to the next player who picks up the live cards unless they can play a 4, 5 or 6. Play continues in this manner until a player cannot play a 4, 5 or 6; this player then picks up the live cards.

6: When a 6 is played on a non-4 card, the next player places any card that can be placed on a regular 6. If a 6 is played on a 4, the next player must play on a 4, as outlined above.

2: When a 2 is played, the player who played it must play again.

10: When a 10 is played, the live cards are flipped. The player who played the 10 must play again.

3: When an odd number of 3s are played, the direction of play switches. If an even number of 3s are played, play continues in the same direction.

8: When any number of 8s are played, that many turns are skipped.

9: When a 9 is played, draw a random card from the discard-pile. Play continues as if the player that played the 9 had played this card instead.

7: When a 7 is played, the next player must play a card that is 7 or lower.

A: When an ace is played on a 7, that ace becomes a one, and anything can be played on it.

J: No special ability.

Q: No special ability.

K: No special ability.

What the Different Cards Can Be Played On:

A: A, 2, 3, 6, 7, 8, 9, J, Q, K

2: A, 2, 3, 6, 7, 8, 9, J, Q, K

3: 2, 3, 7

4: A, 2, 3, 4, 6, 7, 8, 9, J, Q, K

5: A, 2, 3, 4, 6, 7, 8, 9, J, Q, K

6: 2, 3, 4, 6, 7

7: A, 2, 3, 6, 7, 8, 9, J, Q, K

8: 2, 3, 6, 8

9: 2, 3, 6, 8, 9

10: A, 2, 3, 6, 8, 9, J, Q, K

J: 2, 3, 6, 8, 9, J

Q: 2, 3, 6, 8, 9, J, Q

K: 2, 3, 6, 8, 9, J, Q, K

Flipping Cards:

If a 10 is played, or there have been four consecutive cards of the same value played by one or more players, the live cards are flipped and are added to the discard-pile. The player who flipped them must play again.

Special Flip Rules:

Certain cards have special rules with effects that apply if those cards are flipped. Those cards are: 3, 4, 8, 9.

3: If the 3s are flipped, the player who flipped them deals out one 3 to all the other players, and puts any remaining 3s in the discard-pile.

4: If the 4s are flipped, the player who flipped them takes a 3 from the discard-pile, adds it to their hand, and it is the next player's turn. If there are no 3s in the discard-pile, then that player does not have to pick up a 3; however, it is still the next player's turn.

8: If the 8s are flipped, the player who flipped them immediately loses the game.

9: If the 9s are flipped, the player who flipped them takes the pre-existing discard-pile, shuffles it, and turns it face up. This pile is now the live cards. The previous live cards become the discard-pile. It is the turn of the player who flipped the 9s, and they play on the top card of the live cards (note: if the top card is a 5, they play on zero; if the top card is an 8, their turn is skipped, making it the next player's turn, and if the top card is a 10, the live cards are flipped and added to the discard-pile, and it is the turn of the player who flipped the 9s). If there is no discard-pile when the 9s are flipped, simply add the live cards to the discard-pile and the player who flipped the 9s continues as with a normal flip.

Abbreviated Rules:

- Deal the cards.
- Fix hands.
- Lowest card starts.
- Play commences in clockwise direction.
- Play cards from hand until all cards in the draw-pile have been drawn.
- Play face-up cards.
- Play face-down cards.
- First player to finish legally wins.

Complete Rules:

Dealing Cards:

Have a designated dealer who can be trusted. The designated dealer must deal the cards in each game. They shuffle the cards, then deal three face down cards to all players. On top of those cards, each player is dealt three face up cards that should be able to be observed by all players. Finally, each player is dealt a hand of three cards, which they alone can look at. The remaining cards are left in a face-down pile called the draw-pile.

Fixing Hand:

Before the first card is played, all players may change their face-up cards by trading one-for-one with one of the three cards from their hand, or by stacking cards. This second alternative is possible if a player, in their hand and face-up cards, have two or more of the same card; they can place any number of those cards together on one of the three face-up slots, commonly referred to as stacking. If this is done, that player must draw a number of cards from the draw-pile that would give them a hand of three cards. If there are no cards in the draw pile when a player requires another, that player may choose to take up one of their cards from any of their stacked face-up slots or to keep their under-sized hand as it is. Unless this situation arises, at the beginning of the game, all players should have exactly three cards in their hand.

Deciding Who Starts:

Once all players have fixed their hand, the player with the lowest card must play first. All players announce what their lowest card is. The lowest card is determined in this order, lowest first: 3, 6, 8, 9, J, Q, K, A, 7, 2, 10, 4, 5. If two or more players are tied for the lowest card, then the player with the lowest card in the lowest suit starts. The lowest suit is determined in this order, lowest first: hearts, diamonds, clubs, spades. The lowest card must be played first. Play then continues in a clockwise direction (note: if play is started by an odd number of 3s, the direction of play switches (see: **Cards' Special Abilities**)).

Early-Game:

Cards are played in a face-up pile called the live cards.

Whenever one or more cards are played onto the live cards, the player who played must draw a number of cards from the draw-pile that would give them a hand of three cards. If a player draws a card that they just played, they may play that card as well, as long as they manage to play it before the next player plays. If a player, at the end of their turn, has got a hand of three or more cards, that player does not draw.

If a player cannot make a legal play with the cards in their hand, they are allowed to reveal the top card of the draw-pile for all to see. If the player can play the revealed card legally, they play the card, and play continues accordingly. If that card would be played illegally, that player picks up the live cards and adds the revealed card to their hand.

The early-game ends when all the cards in the draw-pile have been drawn.

Middle-Game:

Once the draw-pile has been depleted, a player may have a hand of fewer than three cards. If a player's hand is empty, they must play from their face-up slots. If a player cannot play when they are down to their face-up cards, they must pick up the live cards, leaving all remaining face-up cards in their slots; that player cannot play any of their face-up cards until they once again have emptied their hand.

A player cannot transition into the end-game and start playing their face-down cards until all their face-up cards have been played.

In both the middle-game and early-game, if a player has played one or more cards and the next player has not played yet, the first player can pick up the cards they just played and reconsider. Exceptions to this is if a 9 was played and the random card has been drawn, or if the live cards were flipped.

End-Game:

If a player manages to play all their face-up cards, that player moves on to their face-down cards. When it is a player's turn, if they do not have any cards in their hand, they select one of the remaining face-down cards and attempt to play it. If it is a legal play, play continues accordingly. If it is an illegal play, that player picks up, adds the card just attempted to play to their hand after showing it to all other players, and it is the next player's turn. The player cannot play any of their face-down cards until their hand is empty again.

A player finishes the game if their last face-down card is played or if they can play the remaining cards in their hand when all their face-down cards are played.

Winning and Losing:

A player wins the game if they are the first player to finish the game legally, or if they are the last player remaining after all other players have finished illegally. A player loses the game if they are the last remaining player after all other players have finished legally, if they are the first to finish illegally (see: **Finishing Illegally**), or if they flip the 8s. If a player flips the 8s they automatically finish in last place.

Finishing Illegally:

If a player finishes a game in a way that would make it their own turn, they finish illegally. This occurs if they finish on a 2, an 8 with two players remaining, or a 10; if the finishing card is a 9, and one of these aforementioned situations arise upon drawing the random card; or if they finish by flipping a non-4-or-9 set. If they finish by flipping the 4s they remain in the game, picking up a 3 from the discard-pile; it is the next player's turn (see: **Special Flip Rules**). If they finish by flipping the 9s, the entire discard-pile is flipped into play; the player finishes illegally unless that card is an 8 (see: **Special Flip Rules**).